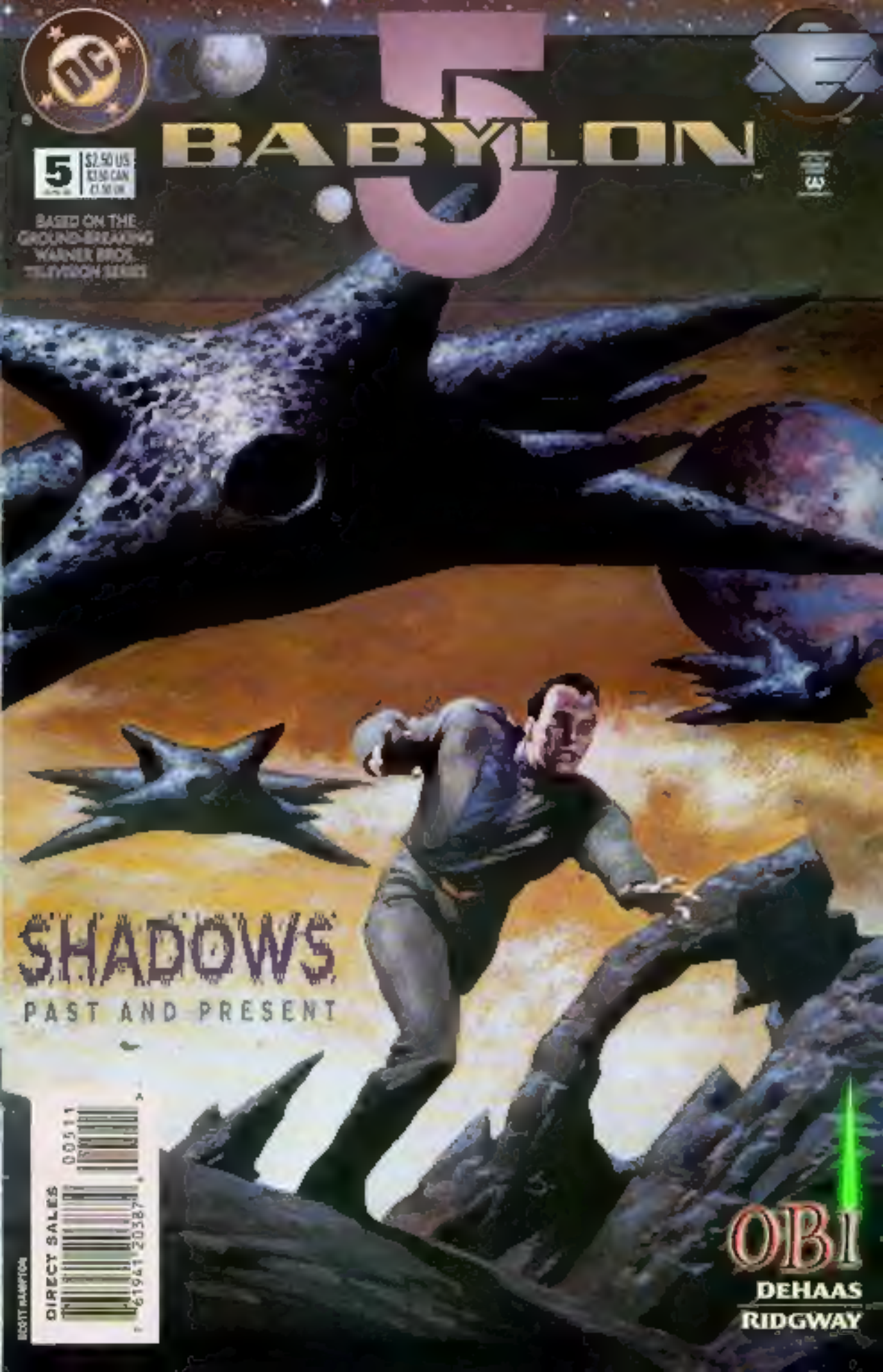

BABYLON 5
5
$2.50 US
$3.50 CAN
£1.50 UK
BASED ON THE GROUND-BREAKING WARNER BROS. TELEVISION SERIES
SHADOWS
PAST AND PRESENT
OBI
DEHAAS
RIDGWAY
DIRECT SALES
SCOTT HAMPTON

"A FEAST, VIR!"
TO THE CENTAURI EMPIRE! MIGHTIEST IN THE GALAXY!
CHEER UP— THIS IS A CELEBRATION, VIR, NOT A WAKE. OF COURSE, IF WE WERE AT G'KAR'S FUNERAL, WE COULD EXPERIENCE BOTH AT THE SAME TIME.
WHERE'S THE FUNERAL, LONDO?

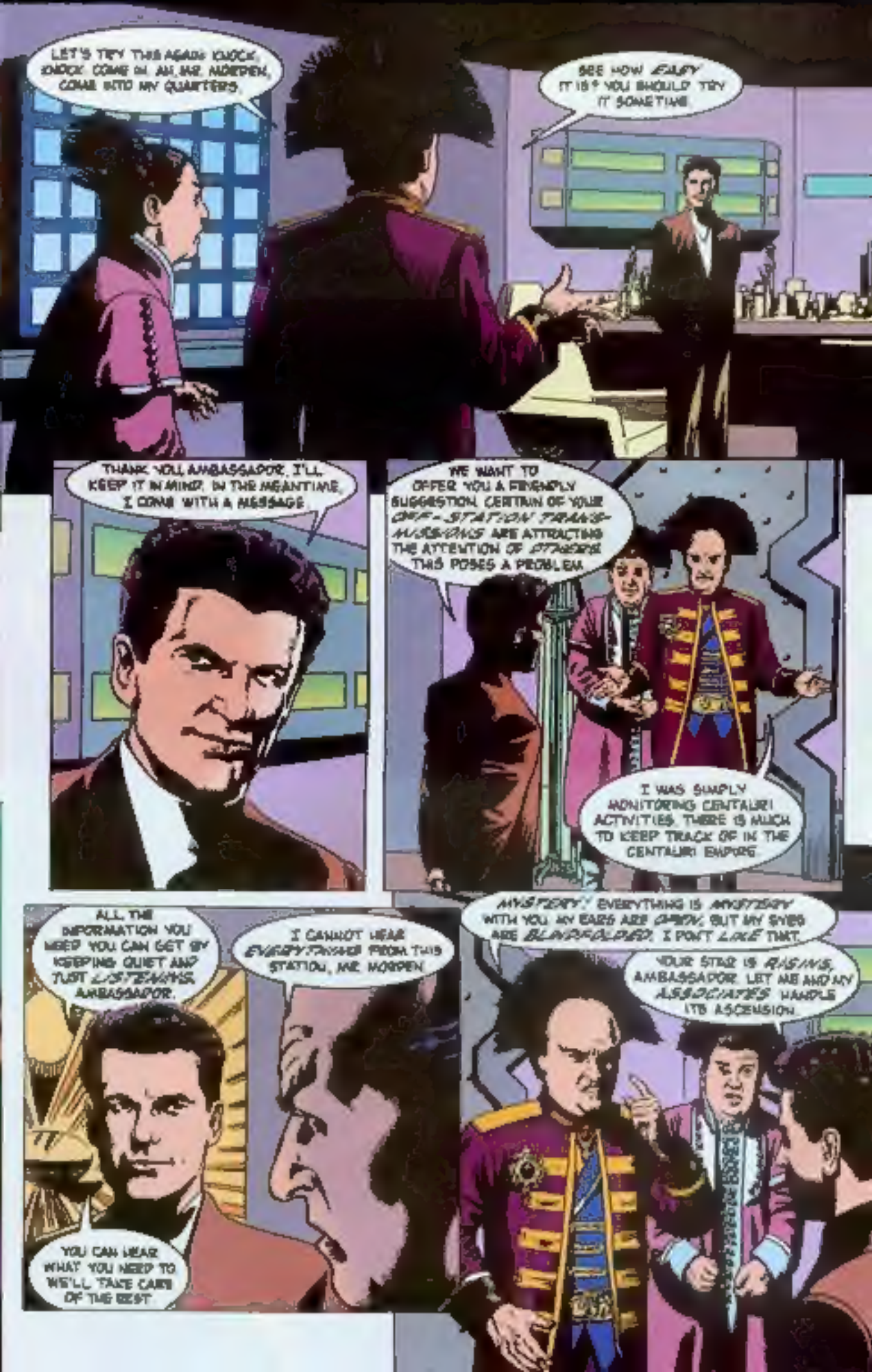
BABYLON 5 © June 1995 Published monthly by DC Comics, 1325 Avenue of the Americas, New York, NY 10019. POSTMASTER: Send address changes to BABYLON 5, DC Comics Subscriptions, PO Box 0528, Baldwin, NY 11510. Annual subscription rate $36.00. Canadian subscriptions must add $8.00 for postage and GST. GST # is R125921072. All foreign countries must add $8.00 for postage. U.S. funds only. BABYLON 5 story, art and text material Copyright © 1995 Warner Bros. All Rights Reserved. All other material Copyright © 1995 DC Comics. All rights reserved. BABYLON 5 is a trademark of Warner Bros. DC Comics Authorized User. The stories, characters and incidents mentioned in this magazine are entirely fictional. For advertising space contact Tom Ralston at (914) 629-7855. Printed in recyclable paper.
Printed in Canada
DC Comics. A division of Warner Bros. A Time Warner Entertainment Company.

SHADOWS PAST AND PRESENT: PART I
WITH FRIENDS LIKE THESE...
SSL
5
AH! MY DEAR FRIEND, MR. GARIBALDI. DID I MENTION FUNERALS? I WAS SPEAKING THEORETICALLY, OF COURSE.
LET'S SPEAK THEORETICALLY ABOUT QUADRANT 87, THEN.
PLEASE, MR. GARIBALDI. LET US NOT MIX PLEASURE WITH BUSINESS.
This story takes place prior to events that occurred in the episode "The Coming of Shadows."
J. MICHAEL STRACZYNSKI -STORY PREMISE-
TIM DEHAAS -WRITER-
JOHN RIDGWAY -ARTIST-
TRACY HAMILTON HUNSEY -LETTERER-
ROBBIE BUSCH -COLORIST-
JIM McCANN -ASSISTS- LAURA HITCHCOCK -EDITOR-
BASED ON THE WARNER BROS TELEVISION SERIES BABYLON 5 CREATED BY J. MICHAEL STRACZYNSKI

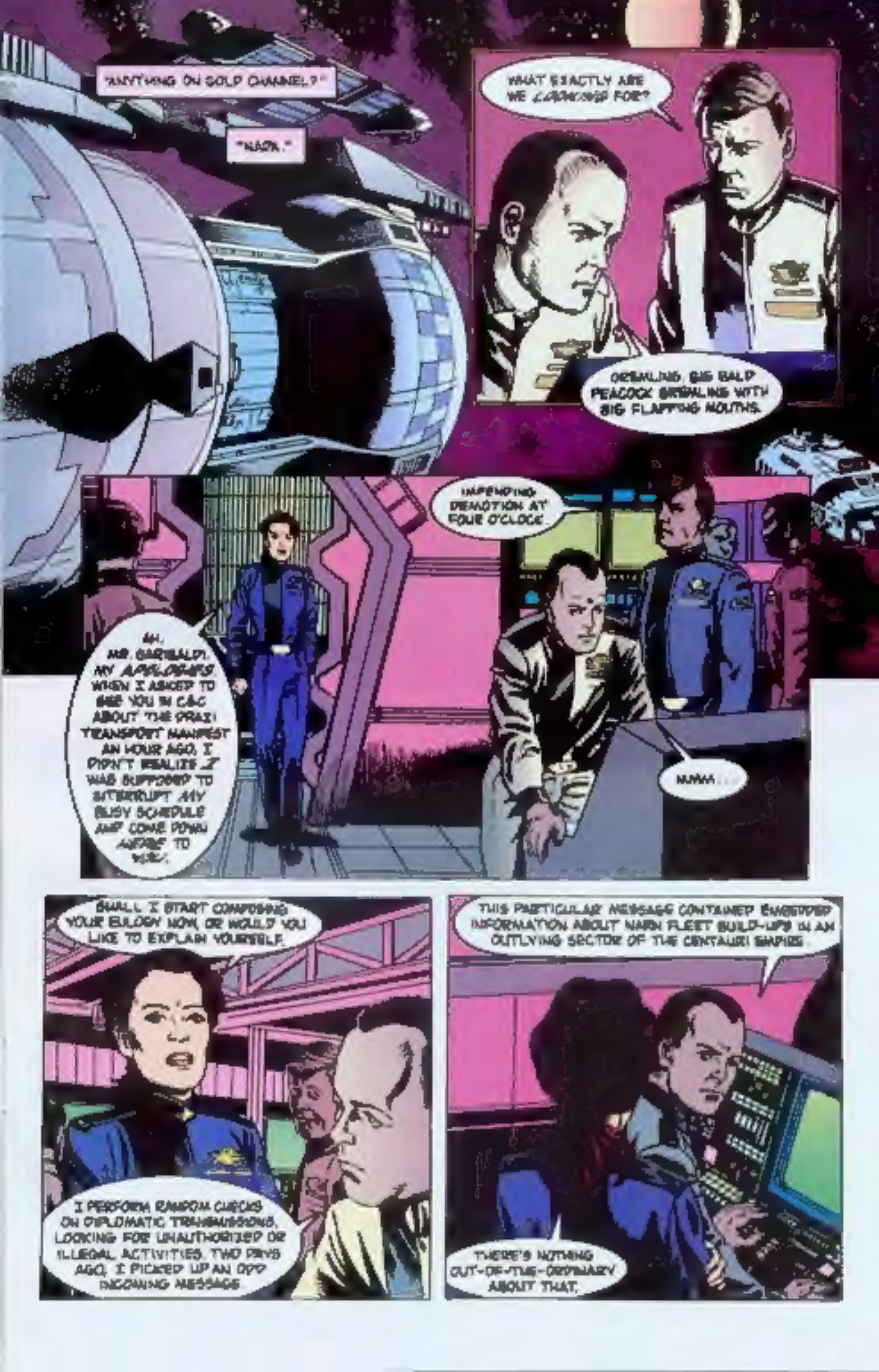
AN ENTIRE NARN OUTPOST WAS OBLITERATED IN QUADRANT 37. NO ONE KNOWS WHO DID IT, BUT YOU HAVE BEEN DISCUSSING IT VERY FREQUENTLY IN YOUR OUTGOING TRANSMISSIONS.
MR. GARIBALDI, YOU ARE SUPPOSED ON ME! I AM SHOCKED!
IT'S MY JOB TO SPY IF I THINK UNAUTHORIZED MILITARY MANEUVERS ARE BEING PLANNED FROM THIS STATION. I AM CHIEF OF SECURITY.
AND I AM AN AMBASSADOR, MR. GARIBALDI. IT IS MY JOB TO KEEP INFORMED OF MATTERS THAT CONCERN MY PEOPLE.
YES, IT IS, AMBASSADOR. AND IT SEEMS EVERY TIME YOU ARE INFORMED OF SOMETHING, OTHERS PAY WITH THEIR LIVES.
YOU THINK I HAD SOMETHING TO DO WITH QUADRANT 37, G'KAR? IS THAT WHAT YOU THINK?
PLAY NICE, BOYS

A NARN SHIP WAS DESTROYED COMING OUT OF HYPERSPACE ON THE RIM. FOUR PEOPLE OUTSIDE THE NARN REGIME KNEW THE SHIP WOULD BE THERE AHEAD OF TIME.
THAT PROVES NOTHING, G'KAR.
TRUE, AMBASSADOR...
...BUT EVERYONE KNOWS THE CENTAURI DON'T HAVE THE COURAGE TO announce THEIR ARRIVAL BEFORE THEY WIPE OUT SOME UNSUSPECTING POPULATION.
G'KAR!
GET LONDO OUT OF HERE, VIR!
YES, SIR. AMBASSADOR, DON'T FORGET AMBASSADOR DELENN'S MESSAGE, REQUESTING TO SEE YOU.
YES, YES. COME, VIR. LET US NOT KEEP MADAME BUTTERFLY WAITING.
EXTINCTION IS TOO GOOD FOR YOU!
A NARN SHIP ATTACKED ON THE RIM. HMMM...

COULDN'T YOU HAVE POSTPONED THIS MEETING?
I TRIED, AMBASSADOR. THE MESSAGE WAS MOST INSISTENT, AND SAID YOU WOULD UNDERSTAND.
I UNDERSTAND, ALL RIGHT. I UNDERSTAND THAT WINE, WOMEN AND SONG HAVE SLIPPED TO NUMBER TWO ON MY LIST OF PRIORITIES. A TRAGEDY OF GALACTIC PROPORTIONS!
WHAT IS YOUR NUMBER ONE PRIORITY, AMBASSADOR?
SATISFYING EVERYONE ELSE'S SILLY LITTLE WHIMS!
WHIMS? HMM. A SMALL PRICE TO PAY FOR THE RESTORATION OF ONE'S EMPIRE, DON'T YOU THINK, AMBASSADOR?
YOU! YOU ARE NOT PELEIN!


LET'S TRY THIS AGAIN. KNOCK, KNOCK. COME IN, MR. MORDEN, COME INTO MY QUARTERS.
SEE HOW EASY IT IS? YOU SHOULD TRY IT SOMETIME.
THANK YOU, AMBASSADOR. I'LL KEEP IT IN MIND. IN THE MEANTIME, I COME WITH A MESSAGE.
WE WANT TO OFFER YOU A FRIENDLY SUGGESTION. CERTAIN OF YOUR OFF-STATION TRANSMISSIONS ARE ATTRACTING THE ATTENTION OF OTHERS. THIS POSES A PROBLEM.
I WAS SIMPLY MONITORING CENTAURI ACTIVITIES. THERE IS MUCH TO KEEP TRACK OF IN THE CENTAURI EMPIRE.
ALL THE INFORMATION YOU NEED YOU CAN GET BY KEEPING QUIET AND JUST LISTENING, AMBASSADOR.
I CANNOT HEAR EVERYTHING FROM THIS STATION, MR. MORDEN.
YOU CAN HEAR WHAT YOU NEED TO. WE'LL TAKE CARE OF THE REST.
MYSTERY? EVERYTHING IS MYSTERY WITH YOU. MY EARS ARE OPEN, BUT MY EYES ARE BLINDFOLDED. I DON'T LIKE THAT.
YOUR STAR IS RISING, AMBASSADOR. LET ME AND MY ASSOCIATES HANDLE ITS ASCENSION.

VIR! FIX ME A DRINK!
—FOR YOU MR MORDEN?
NO, THANK YOU. THERE IS ONE MORE THING
WITH YOU, THERE ALWAYS IS
SHOULD MR. GARIBALDI DECIDE TO INVESTIGATE THIS MATTER FURTHER, WE WOULD APPRECIATE YOUR TELLING US
GOOD DAY, AMBASSADOR.
MAYBE I SHOULD JUST THROW MR. GARIBALDI OUT THE NEAREST AIRLOCK. NOW!
AMBASSADOR! MR. GARIBALDI IS YOUR FRIEND! YOU WOULDN'T DISCUSS HIS BUSINESS WITH THIS MORDEN... WOULD YOU? YOU KNOW NOTHING ABOUT MORDEN!
ENOUGH, VIR. MY LIFE IS GETTING TOO COMPLICATED. IT IS TIME TO CALL IN REINFORCEMENTS


"ANYTHING ON GOLD CHANNEL?"
"NADA."
WHAT EXACTLY ARE WE LOOKING FOR?
OREALING, BIG BALD PEACOCK BIRDLING WITH BIG FLAPPING MOUTHS.
IMPENDING DEMOTION AT FOUR O'CLOCK.
AH, MR. GARIBALDI. MY APOLOGIES WHEN I ASKED TO SEE YOU IN C&C ABOUT THE DRAZI TRANSPORT MANIFEST AN HOUR AGO, I DIDN'T REALIZE I WAS SUPPOSED TO INTERRUPT MY BUSY SCHEDULE AND COME POWWOW AHERE TO YOU.
MMM...
SHALL I START COMPOSING YOUR EULOGY NOW, OR WOULD YOU LIKE TO EXPLAIN YOURSELF.
I PERFORM RANDOM CHECKS ON DIPLOMATIC TRANSMISSIONS, LOOKING FOR UNAUTHORIZED OR ILLEGAL ACTIVITIES. TWO DAYS AGO, I PICKED UP AN OPP INCOMING MESSAGE.
THIS PARTICULAR MESSAGE CONTAINED EMBEDDED INFORMATION ABOUT NARN FLEET BUILD-UPS IN AN OUTLYING SECTOR OF THE CENTAURI EMPIRE.
THERE'S NOTHING OUT-OF-THE-ORDINARY ABOUT THAT.

THERE'S MORE. A LITTLE WHILE AGO, S'CAR AS GOOP AS ACCUSED LONPO OF BETRAYING A NAGN SHIP INTO BEING DESTROYED ON THE RIM.
HEADSUP, MR GARNEALP!
GOTZKA!
WHAT IS IT?
HE'S A CLEVER ONE, THIS GREMLIN IF I TRIP INTO HIS SIGNAL THE WRONG WAY, HE'LL KNOW AND SHUT DOWN...
I HAVE NO CHOICE — THE ONLY WAY I CAN BANESCROP IS TO PIGGYBACK ON THE [illegible] OF TRANSMISSION... I WON'T BE ABLE TO SEE WHO'S SENDING I'LL ONLY SEE WHO'S RECEIVING.
ALL RIGHT, MR GARNEALP. LET'S SEE YOUR GREMLIN.
AND HOW IS THE EMPEROR'S HEALTH?
NOT GOOD IT WON'T BE LONG NOW. SOON WE MUST BE READY TO MOVE ARE YOU READY?
I'M NOT SURE.
YOUR SOURCE TOOK CARE OF A NAGN MILITARY OUTPOST VERY IMPRESSIVELY WHAT WORRIES YOU NOW?

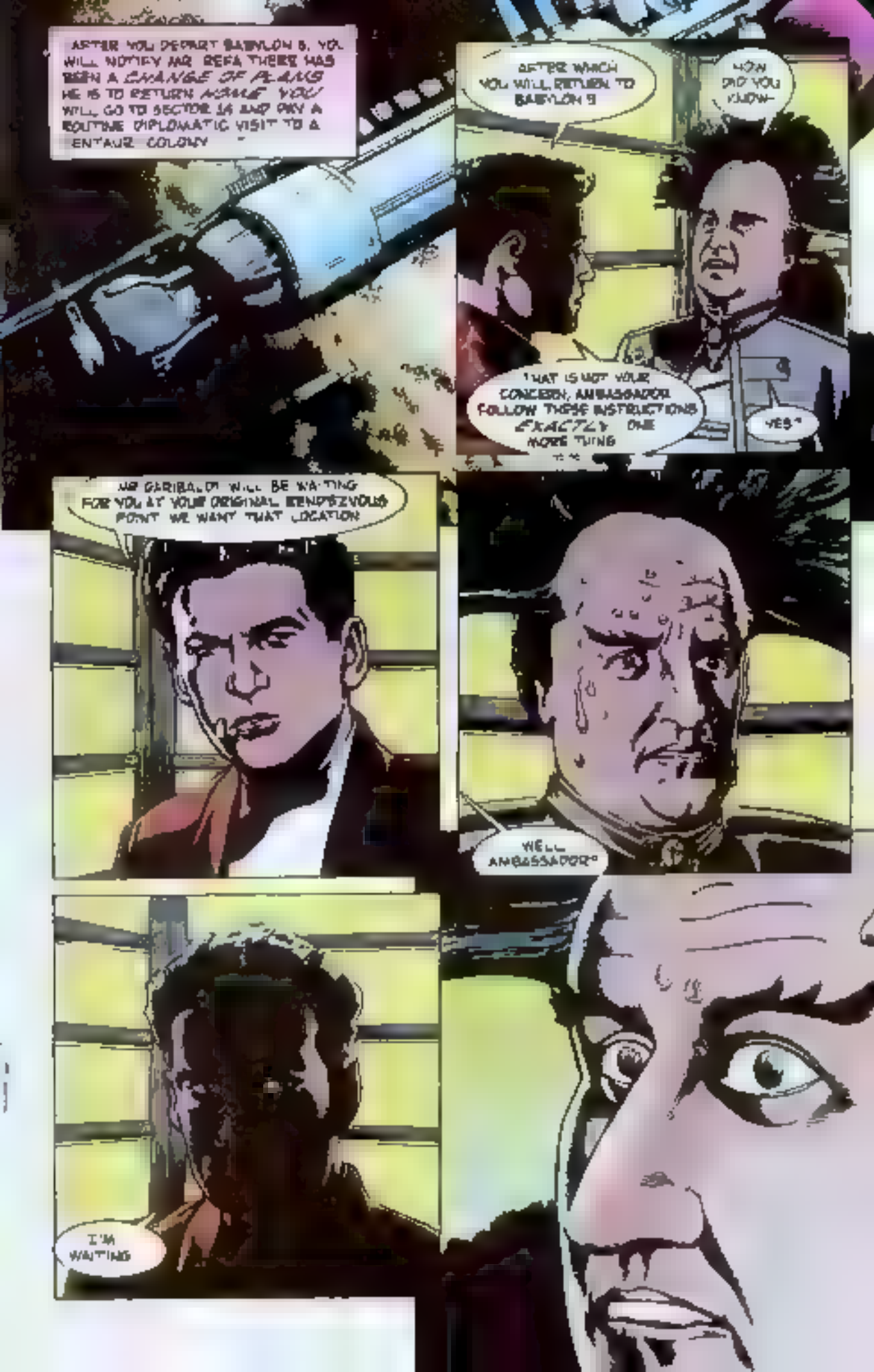
I AM CONCERNED ABOUT THE POSSIBLE MOTIVATIONS OF THIS SOURCE MEFA
SOURCE? WHAT SOURCE?
I SUGGEST WE MEET ON THE STATION TO DISCUSS THIS MATTER FURTHER
AT OUR PREDETERMINED POINT HOW SOON CAN YOU BE THERE?
TWO HOURS
VERY WELL I SHALL SEE YOU SOON
I KNOW WHERE HE'S GOING FROM THE OTHER MESSAGES. LET ME BEAT HIM THERE. WAIT FOR HIM. SEE WHAT HE'D UP TO
YOU DON'T HAVE MUCH TO GO ON, GARIBALDI
THERE'S ONE OTHER THING
TOTALLY OBLITERATED AND I THINK LONDO KNOWS WHO DID IT. I THINK HE'S GOT FRIENDS WE NEED TO KNOW ABOUT
ONE OF THE TRANSMISSIONS I INTERCEPTED CONTAINED REFERENCE TO A LOCATION CALLED QUADRANT 37-A LOCATED AT THE EDGE OF CENTAURI SPACE WHICH WAS [illegible] A COUPLE OF MONTHS AGO
THE PIECES OF THE PUZZLE ARE ALL THERE AND THAT'S THE ONLY THEORY THAT FITS THEM TOGETHER

LET ME TALK TO SHERIDAN
HE'S NOT GONNA BELIEVE ME YOU KNOW ME YOU KNOW MY HUNCHES PAN OUT COMMANDER SINCLAIR KNEW IT SINCLAIR WOULD OKAY THIS!
CHIEF, AMBASSADOR MOLLARI HAS JUST ARRANGED TRANSPORT ON A CENTAURI PERSONAL TRANSPORT DEPARTURE IN ONE HOUR
PLEASE, COMMANDER
I'LL SPEAK TO THE CAPTAIN
STAY RIGHT WHERE
ONE
TWO
THREE
AND WE'RE GONE

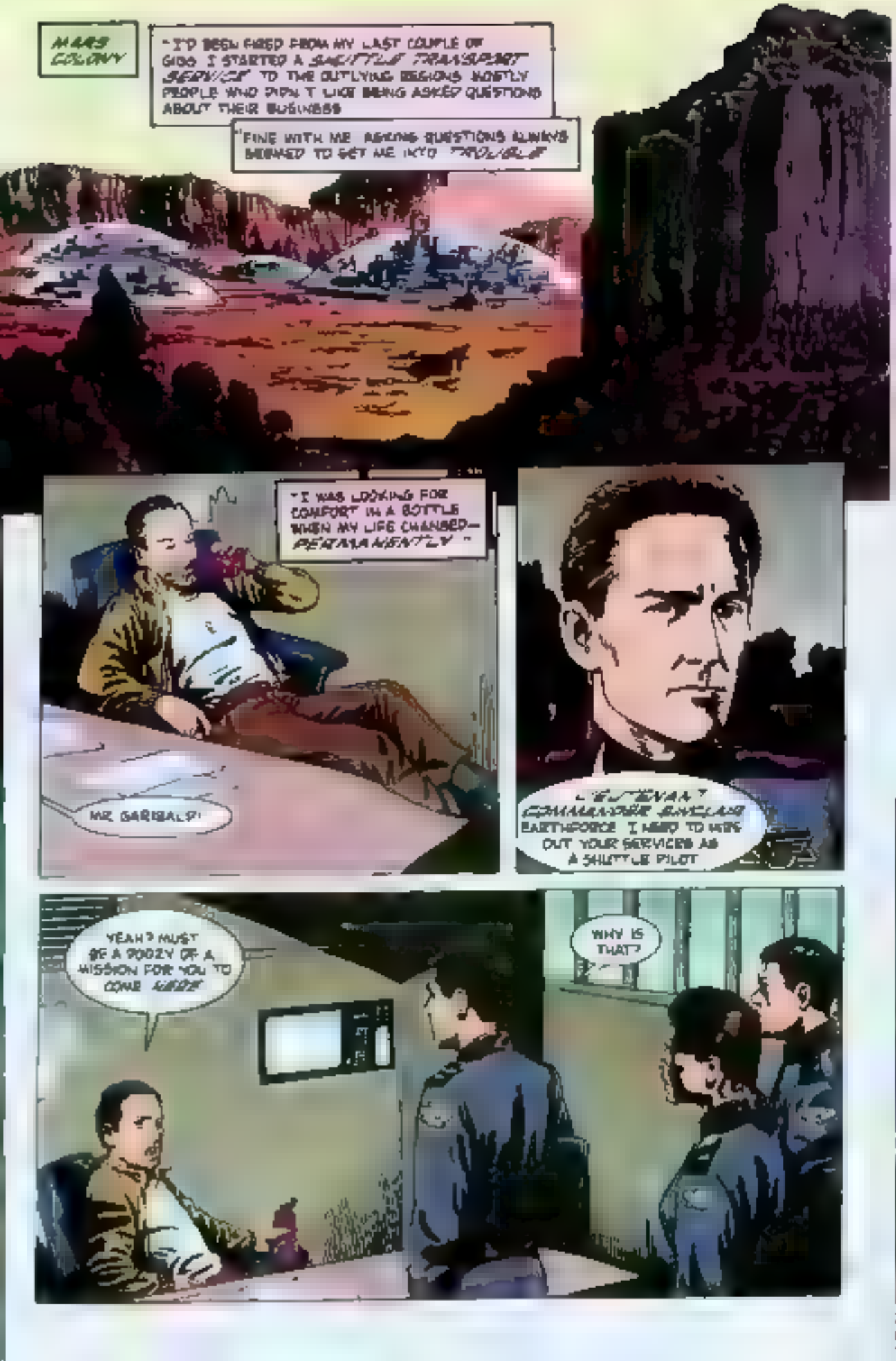
GOING SOMEWHERE CHIEF?
KEEPER DON'T YOUR MOMMY TELL YOU IT'S NOT POLITE TO SNEAK UP ON PEOPLE?
SNEAK? I WAS JUST IN HERE DOING SOME ROUTINE MAINTENANCE AND INVENTORY YOU ON THE OTHER HAND WERE DEFINITELY SNEAKING
FINE FINE. I WAS SNEAKING IT'S A PHYSICAL PERFECT HAS IT SINCE I WAS A KID
AH, IN THAT CASE, WHAT CAN I DO FOR YOU?
CHECK OUT BAY THREE LOT OF MESS OVER THERE COULD USE YOUR STEADY HAND
I HAVEN'T FUNDED WITH THE MESS IN BAY
DON'T WORRY ABOUT IT I'LL COVER FOR YOU HERE
I DON'T THINK I CAN DO THAT, CHIEF

DON'T TRY TO STOP ME WARDEN. THIS IS IMPORTANT AND DANGEROUS
WHY DO THEN SHERIDAN CRAVED THE MISSION?
I HAVE NO IDEA WHAT YOU'RE TALKING ABOUT CHIEF. I JUST KNOW THAT I DRIVE THIS THING BETTER THAN YOU. SO IF YOU'RE OFF TO DO SOMETHING DANGEROUS
OH YEAH? YOU'RE NOT GOING IN 'TIL YOU
IT'S MY DUTY TO GO TOO
I CAN'T ASK YOU TO SHARE THE RISK KEEPER
AND I CAN'T LET YOU GO ALONE, CHIEF SOMEBODY HAS TO BRING YOU BACK ALIVE
LET'S GO. THEN
I ADMIRE YOU. I'D SEE IT MY WAY

LORD'S QUARTERS
AMBASSADOR I THINK IT'S A MISTAKE FOR YOU TO LEAVE THE STATION
THAT IS WHY I AM THE AMBASSADOR AND YOU ARE THE AIDE VIR
STOP THINKING SO MUCH AND START HELPING
I'LL BE BACK SOON, VIR
GREAT MAJOR PROTECT HIM
HAVE NEVER A LOT WHEN YOU NEED ONE
AHA IT'S ABOUT TIME
ACK!
HELLO AMBASSADOR PLEASE JOIN ME
IT'S ALL RIGHT AMBASSADOR YOU'VE DONE US A FAVOR
COME IN AND WE'LL TALK


AFTER YOU DEPART BABYLON 5, YOU WILL NOTIFY MR. REFA THERE HAS BEEN A CHANGE OF PLANS HE IS TO RETURN HOME. YOU WILL GO TO SECTOR 14 AND PAY A ROUTINE DIPLOMATIC VISIT TO A CENTAURI COLONY
AFTER WHICH YOU WILL RETURN TO BABYLON 5
HOW DID YOU KNOW-
THAT IS NOT YOUR CONCERN, AMBASSADOR. FOLLOW THESE INSTRUCTIONS EXACTLY. ONE MORE THING...
YES?
MR GARIBALDI WILL BE WAITING FOR YOU AT YOUR ORIGINAL RENDEZVOUS POINT WE WANT THAT LOCATION
WELL AMBASSADOR?
I'M WAITING

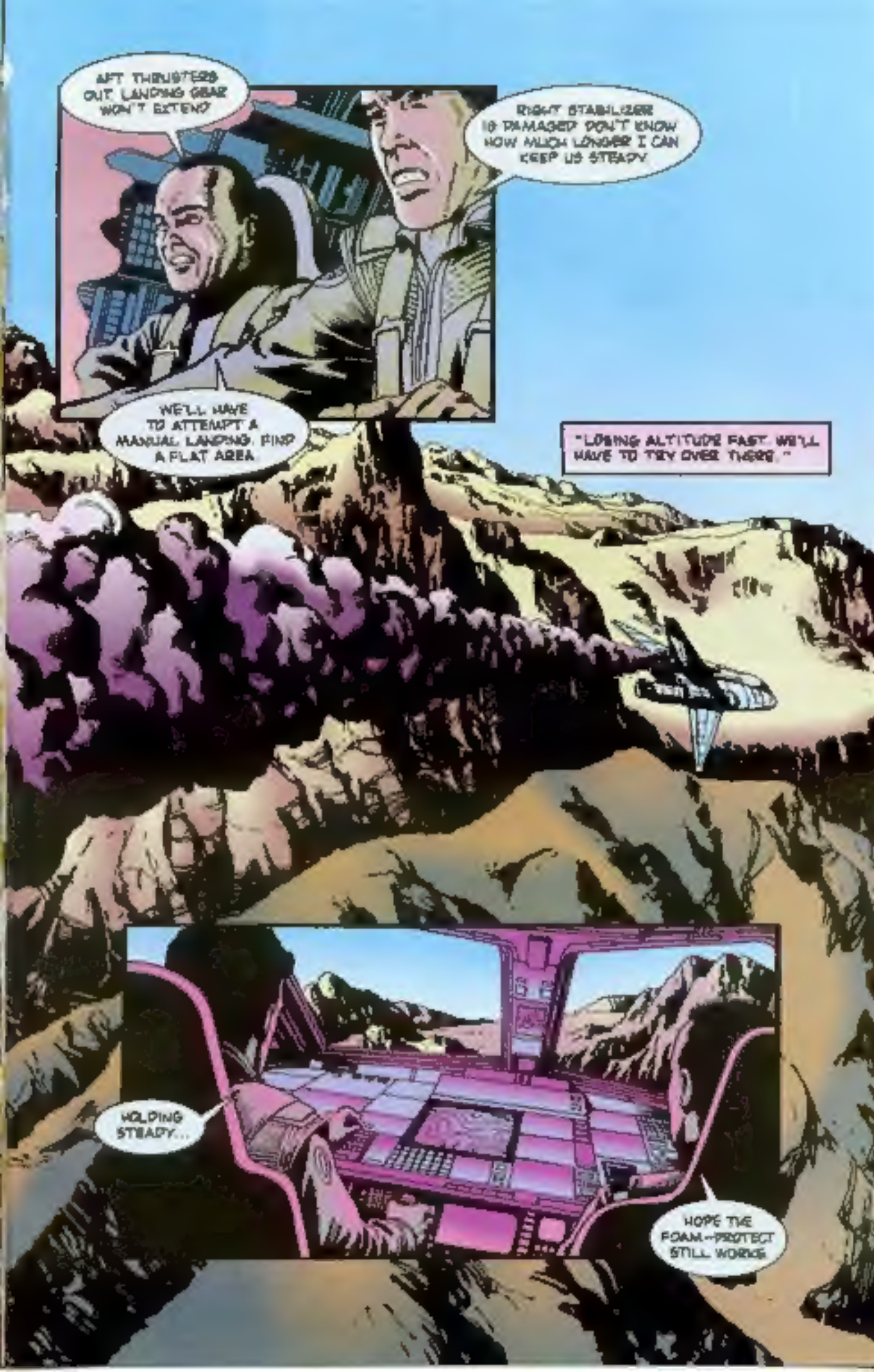
OKAY WE'RE HERE
ANYTHING WHAT DO WE DO?
WE WAIT
LEMME ASK YOU SOMETHING. EARLIER WHY'D YOU COME WITH ME?
YOU NEEDED HELP YOU DON'T HAVE MANY FRIENDS ON THE STATION
YEAH THE ONLY ONE I KNEW I COULD TRUST IS GONE
GIVE SHERIDAN A CHANCE HE'S OKAY
YOU DON'T GET IT. DO YOU? SHERIDAN MAY BE OKAY BUT
WOULD HE HAVE GIVEN ME A CHANCE? I DON'T KNOW
WHAT'S THAT MEAN?
YOU WOULDN UNDERSTAND
YEAH? TRY ME WE'LL BE WAITING HERE AWHILE — TELL ME A STORY UNCLE MIKE
ALL RIGHT


MARS COLONY
"I'D BEEN FIRED FROM MY LAST COUPLE OF GIGS. I STARTED A SHUTTLE TRANSPORT SERVICE TO THE OUTLYING REGIONS. MOSTLY PEOPLE WHO DIDN'T LIKE BEING ASKED QUESTIONS ABOUT THEIR BUSINESS.
"FINE WITH ME. ASKING QUESTIONS ALWAYS SEEMED TO GET ME INTO TROUBLE.
"I WAS LOOKING FOR COMFORT IN A BOTTLE WHEN MY LIFE CHANGED—PERMANENTLY."
MR. GARIBALDI!
"ELENAA' COMMANDER ANSLAN EARTHFORCE. I NEED TO HIRE OUT YOUR SERVICES AS A SHUTTLE PILOT.
YEAH? MUST BE A DOOZY OF A MISSION FOR YOU TO COME HERE.
WHY IS THAT?

MOST OF THE PEOPLE WHO HIRE ME DON'T WANT ANY QUESTIONS ASKED AND I OBLIGE THEM
I NEED SOMEONE FAMILIAR WITH THIS PART OF MARS I HEARD YOU WERE THE BEST MAYBE I HEARD WRONG
YOU HEARD RIGHT, LIEUTENANT COMMANDER
I KNOW THIS AREA LIKE THE BACK OF MY HAND
MORE LIKE THE BOTTOM OF A BOTTLE
I PREFER MY PILOTS SOBER
AND I LIKE MY CLIENTS TO RESPECT MY PAST/BACK, JUST LIKE I RESPECT THEIRS.
DON'T WORRY COMMANDER BISHOP I'LL GET YOU WHERE YOU NEED TO GO
MY RESPONSIBILITY IS TO MY PEOPLE I WON'T HAVE YOU ENDANGERING THEIR LIVES
WHATEVER WE LEAVE IN ONE HOUR
BE READY

WHAT RE YOU DOING KEEFER?
JUST ANGLING FOR A DIFFERENT VIEW, CHIEF NOT TO SWEAT. I WOULDN'T GO AVVVVAYYYY WITHOUT YOUR PERMISSION.
HEY, NOT SHOT PILOT — MY STORY BORING YOU?
UH-OH OUTSIDE ON THE LEFT
WHAT IS IT THIS —
OH, MY GOD

"EVASIVE MANEUVERS
"AFT THRUSTERS ON FULL!
"GO FOR THE PLANET!
"MAYBE IT CAN'T FOLLOW US INTO THE ATMOSPHERE
"WE'RE HIT!


AFT THRUSTERS OUT. LANDING GEAR WON'T EXTEND
RIGHT STABILIZER IS DAMAGED. DON'T KNOW HOW MUCH LONGER I CAN KEEP US STEADY
WE'LL HAVE TO ATTEMPT A MANUAL LANDING. FIND A FLAT AREA
"LOSING ALTITUDE FAST. WE'LL HAVE TO TRY OVER THERE."
HOLDING STEADY...
HOPE THE FOAM--PROTECT STILL WORKS

"ANY IDEA WHERE WE ARE?"
"NOPE. PUT YOUR BREATHER ON."
TO BE CONTINUED...

R A B C O M

"It was the dawn of the third age of mankind... ten years after the Earth-Minbari war. The Babylon Project was a dream given form. Its goal: to prevent another war, by creating a place where humans and aliens could work out their differences peacefully. It's a port of call, home away from home, for diplomats, hustlers, entrepreneurs, and wanderers. Humans and aliens, wrapped in two million, five hundred thousand tons of spinning metal... all alone in the night. It can be a dangerous place, but it's our last, best hope for peace. This is the story of the last of the Babylon stations. The year is 2259. The name of the place is... **BABYLON 5.**"

Dear Babcom,

The first issue of BABYLON 5 ["In Darkness, Find Me"] was great! We finally get to see what happened to Jeffrey Sinclair through his point of view. This issue would have made an excellent episode of the show, but I guess the visual effects would have taken forever and driven Mr. Thornton crazy.

It is nearly impossible to pick a favorite character from the show, but if I was forced through torture to do so, I would have to pick Sinclair. The thing that makes him so cool is that he is an underdog who, as the show has hinted, has a great destiny before him. I think everyone likes to think he or she has a destiny and will become something great. That is what's so appealing about Sinclair.

I hope the story of Sinclair will not be limited to the comic for too long. The sooner we see Michael O'Hare back in the show, the better.

The B5 comic can be a great addition to the show. It can show things the TV show never could, like shots of Earth and various other home worlds. You can trust me to follow the show -- and the comic -- to the very end.

THOMAS F. WOODS
1027 W. DUBOIS STREET
DENISON, TX 75020

Dear Laura,

I've become a BABYLON 5 junkie ever since I first started watching, about two months before the start of the second season. I've downloaded nearly two hundred pages of support material from the Internet and searched frantically for merchandise (only to find that there isn't much... yet).

So, naturally, being a B5 fan and a DC fan, I grabbed the comic. Great so far. Netzer's work on this book looks very good so far, and of course the story by JMS was perfect. I'm curious to see if Moretti can keep it up, but I have faith in him.

I'm looking forward to seeing where this story goes. And hopefully, the inclusion of more Tennyson, Yeats, et al., since JMS is keen on having his B5 fans learn about literature. It's a great starting point to go off and read more of the classics.

RANDY LANDER
11505 KEMPWOOD DRIVE
AUSTIN, TX 78758

Hi, there!

This will be my first letter to any comic, so first, I'd like to say thanks to DC for coming to [illegible] and making this kind of connection possible. :)

Now, on to B5. I only recently started watching BABYLON 5 on a regular basis, and I plan to catch up on the rest. I am glad to see the comic is picking up on the story with Commander Sinclair. The story was very good. However, the artwork just wasn't the best. It was hard to tell who was who. The art, in my opinion, hampered the story. Improve the art, and you'll have a very good comic.

A couple of questions. From what I understand, both this comic and the forthcoming novels will be in continuity with the show itself. Will they explore facets of the show that would normally be left unsaid (such as the current Sinclair storyline)? Would those who don't read the comics or novels miss anything important to the show's storyline? Or would the details of Sinclair on Minbar as occurring in the comic be mentioned on the show at all?

That's all for now. Now that DC Comics is online, I'll probably be writing to comics more.

RICHARD GUINN
RIKIG@AOL.COM

Hope so. Online notes are as welcome as regular letters -- and best of all, no envelopes to open!

Yes, you're correct about the continuity. We do plan to explore new facets of the B5 world and dovetail into the television show whenever feasible. As for how much the show will echo the comic... well, that's up to J. Michael Straczynski.

Dear Laura,

I've never seen BABYLON 5, the TV show, and know very little about it other than that Harlan Ellison, Peter David and some famed actors have been involved with the show. But there was an extra two bucks calling out to me on my usual Wednesday night visit to the comic store, and there was BABYLON 5. It was the dawn of the third age of mankind...

Creator/writer J. Michael Straczynski did a nice job in translating his story to the printed page, although I don't know how this relates to what has been established on television. As [illegible] I know [illegible] not just about Jeffrey Sinclair, but about the history of the universe, the different alien cultures and even what Babylon 5 is! The comic and TV show bear the title of the space station, yet Commander Sinclair mentions how it's been "seven days since I left Babylon 5" along with his wife (!) and refers to his experience there with the Minbari. But how does the station tie in with current events? Please clear that up to avoid future confusion!

I was fascinated by this world of technology and mysticism, although J. Michael made it clear the Minbari's talk of souls and soul-hunters wasn't exactly on the level. I'd like to see magic explored in this futuristic setting. What the writer did best, though, was delve into Sinclair's mind, and I hope Mark Moretti has that same hold on the character. If it weren't for the great dialogue and intriguing past that this character displayed, I definitely wouldn't have been so impressed with BABYLON 5's debut.

And here's a strange thing for me to compliment you on, but thanks for straying away from STAR TREK territory. Gene [illegible] and its many sequels tend to be linked with the entire science-fiction genre, and critics often try to find similarities to Trek in any other show remotely dealing

DC COMICS JENETTE KAHN President & Editor-in-Chief PAUL LEVITZ Executive VP & Publisher LAURA HITCHCOCK Editor
[illegible] VP — Creative Services TERRI CUNNINGHAM Managing Editor CHANTAL D'AGNIS VP — Business Affairs
[illegible] VP — Financial Operations SEYMOUR MILES VP — Associate Publisher ROB ROZANIS Executive Director — Production

with science fiction. I don't notice much in common, which should serve as a testament to Straczynski's originality.

Mike Netzer and Rob Leigh's art was perfectly suited for this comic. Interestingly enough, the solid artwork and Tracy Mourzey's large lettering gave the issue the feel of an old comic strip rather than a modern book. I enjoyed that a lot, and Robbie Busch's colors were also nicely done.

Hopefully, future issues of BABYLON 5 will have the same qualities that this opener did, but will introduce more concepts for the reader to enjoy and understand. Who knows? Maybe the TV show could gain a viewer. See you in 30!

JOEY MARCHESE
P.O. BOX 802
CLARK, NJ 07066

BABYLON 5 is about the different characters who pass through the space station. So, we may spend time off B5, but we'll never be too far away.

Dear Dobson:

This is a great issue for a comic. I love

season.

I thought DC Comics did a good job visualizing Sinclair's emotions in this first issue. I found the story and the dialogue convincing and entertaining. The only flaw I found was that the president in the comics looks nothing like the one on the television show. Oh well, I guess you can't have everything.

Thanks you for producing such an enjoyable comic.

NERMEISTER @AOL.COM

Back when we were drawing issue #1, the cast of President Clark hadn't yet been cast in the TV show. So, we did the best we could. Occasionally anyone who knows somebody makes it tough to match every detail to the show.

Mr. Hitchcock:

Well, now I'm getting a little red-faced and there are two reasons:

First, I rarely ever write to comic creators and this is my second letter to your book in as many issues.

My major request: MORE GARIBALDI. He is my favorite character and Jerry Doyle is my favorite actor on the series. Heck, when I grow up I want to be just like this character. (Now, if only Mr. Doyle would start doing conventions — I'd love to meet the man behind the character!)

Anyway, congratulations on a great book and your vast improvements on an already great product. Thank you for reading this letter, but I gotta go. Babylon 5 is on...

BRETT T. HARRIS
85 WOODSTOCK LANE
BRISTOL, VA 24201

P.S. PETER DAVID, GEORGE PEREZ, [illegible]

We're thinking, we're thinking. Maybe we'll [illegible]

And thanks, Brett, for writing two letters, before even one letter column was published — that's devotion.

As you may know, we plan to publish BABYLON 5 as a series of story arcs, with rotating creative teams on script and art.